Games
for Windows
LIVE
HALO 2
MATURE 17+
M
CONTENT RATED BY
ESRB

**⚠ Important Health Warning About Playing Video Games**

**Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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**Choose Your Weapon, Find Your Friends, Save the Earth!**

Don't miss the top-selling novel series from Del Rey (**www.delreydigital.com**) based on the hit Xbox® and PC *Halo*® games: *Halo: The Fall of the Reach*, *Halo: The Flood*, and *Halo: First Strike*. *The New York Times* Best Seller *Ghosts of Onyx*, by Eric Nylund and published by Tor Books (**www.tor-forge.com**), opens up entirely unexplored territory as the Covenant continues its crusade against humanity while ONI devises a desperate plan that might reawaken an ancient, slumbering force.

The *Halo Graphic Novel*, published by Marvel (**www.marvel.com**), includes four stories based on the *Halo* universe along with an art gallery featuring the work of some of the best creators in comics.

Check out the action figures and collectibles from McFarlane Toys (**www.spawn.com**), Kotobukiya (**www.kotous.com**), WizKids (**www.wizkidsgames.com**), Master Replicas (**www.masterreplicas.com**), Gentle Giant (**www.gentlegiantltd.com**), Jasman Toys (**www.jasmantoys.com**), and Topps (**www.topps.com**).

# SECRET TRANSMISSION

**To: Office of Naval Intelligence (ONI)**

**From: Cortana, UNSC Pillar of Autumn shipboard AI**

**Re: SPARTAN-117 and the Destruction of Halo**

Sir. As the rich data-bursts attached in this transmission make clear, we have been to hell and back. I'll be brief.

After *Reach* fell, I followed Cole protocol and slipped the *Pillar of Autumn*. Using astronomical symbols Spartan-117 captured from a Covenant vessel, I chose an exit-vector that would place us in an uncharted system near a late-life gas giant planet (new classification, "Threshold"). To my considerable surprise, in orbit around the planet was an artificial ring construct, 10,000 kilometers in diameter.

Initially, I feared the ring was a Covenant installation. It was not. But the enemy had tracked us and was lying in wait around the ring. Rather than risk capture, Captain Keyes ordered my upload into Spartan-117's neural network. While we abandoned ship, the Captain managed to land the *Autumn* on the ring, saving the lives of many of the crew.

*<construct coordinates and schematics encrypted/enclosed#####>*

The Covenant referred to the ring as "Halo." It seems a prophecy about Halo's existence is central to our enemy's religion, and its discovery was cause for much celebratory chatter on the Covenant battle-network.

During our initial operations on the surface of Halo, we encountered an alien artificial intelligence, designation "343 Guilty Spark." This AI claimed its primary purpose was tactical containment of a virulent, parasitic life form called "The Flood."

*<information on Flood parasite morph/biology encrypted/enclosed#####>*

Through a connection to Halo's deep data cores, I ascertained that the ring was built by an ancient race of beings (referred to by the Covenant as "the Forerunners") as a weapon of last resort against the Flood. A sizable population of Flood was in stasis on the ring, and the Covenant, either by accident or design, released the parasite. Not their most brilliant maneuver.

*<information on Forerunner artifacts, structures, symbols encrypted/enclosed#####>*

343 Guilty Spark convinced Spartan-117 to activate Halo's primary weapon system and eliminate the Flood. The AI neglected to tell him however, that because the Flood consumes any suitable sentient host, Halo would make no distinction between the Flood and other life forms. In short: if Halo fired, it would destroy every thinking being in the galaxy. Human, Covenant, everything.



# MASTER CHIEF

When we realized that Halo could destroy all life, Spartan-117 and I decided our only choice was to destroy Halo—stop 343 Guilty Spark from completing his assigned task, and deny the Covenant a weapon of unthinkable power. We used the *Pillar of Autumn*'s fusion reactors to start a chain reaction that utterly destroyed the ring. I'm sorry to report that Captain Keyes was lost to the Flood.

With respect to our ongoing fight against the Covenant, our time on Halo was well spent. I have gathered a wealth of new information for our database of Covenant weapons, technology, tactics, and society. Additionally, Spartan-117's proficient use of arms, and the destruction of the ring, resulted in a significant loss of enemy personnel and materiel.

That being said, I fear that the Covenant will not take kindly to our obliteration of their holy relic. Having thus struck the hornets' nest, we are now heading home with all speed.

*<known casualties, incurred losses, unaccounted records encrypted/enclosed#####>*

Re: SPARTAN-117 MASTER CHIEF

Spartan-117, the Master Chief, is a member of the SPARTAN-II project. He is a genetically, biologically, and technically enhanced fighting unit, standing seven feet tall and weighing half a ton in his armor.

His reflexes are unmatched, his strength and endurance quite unlike any other human, and his tenacity molded by a lifetime of conscripted military training. The Master Chief is proficient in all current ballistic weapons and tactics, incursion, and unarmed combat and has extensive experience with Covenant military tech.

*End transmission.*

# BREAKDOWN OF KNOWN COVENANT UNITS

Covenant society is highly segmented, consisting of a confederation of races. While an overall socio-political review is important for understanding the nuances of Covenant society, including the role of Prophets, the key for combating our enemy is to review the Covenant fighting classes which are comprised of Grunts, Jackals, Hunters, Elites, Brutes, Drones, and Prophets.

## Grunts

The basic infantry unit of the Covenant, Grunts are dangerous in groups but present little threat individually. Short, stocky, and relatively slow, they will often panic when faced with superior forces. However, if they are being led by an Elite, they will stand and fight.

## Jackals

Excellent shots, Jackals seem to be higher in status—if not necessarily rank—than Grunts. They often will be found in defensive positions, fighting from behind their distinctive energy shields. A well-used shield makes a Jackal a difficult target, but the notch they use to return fire provides a weak spot that can be exploited.

## Hunters

Hunters are incredibly dangerous foes, deployed more like equipment than soldiers. They are brought in for demolition or heavy defense, and always work in pairs. These massive creatures appear to be composed of multiple organisms that exist within the Hunter armor, creating a bipedal hive creature. Near-impenetrable armor and a devastating hand-held fuel rod weapon make Hunter pairs very problematic.



## Elites

Elites are the core of the Covenant military. Excellent soldiers, brilliant tacticians, and disciplined, aggressive fighters, they are the primary strength of the Covenant force. Faster, stronger, and tougher than Humans, they fight in relatively small numbers but often lead squads of Grunts. Armor color seems to indicate rank, and we believe Elites are promoted based on numbers of casualties they inflict.

## Brutes

Not as readily understood as Elites, Brutes fight together in a pack and are physically stronger. Brutes demonstrate similar battlefield abilities to Elites, and their numbers have demonstrably increased since the conflict began. They carry a ballistic explosive weapon with an attached bayonet device.

## Drones

Like Brutes, Drones appear to be new additions to Covenant fighting forces and are being deployed en masse. Apparently insectoid in origin, in addition to maintaining Covenant spaceships, they have a limited ability to fly and are excellent shots. Highly intelligent, their mastery of antigravity flight assistance has given them an almost insurmountable strategic advantage in combat.

## Prophets

Little intel is available on these creatures. We know that they are administrative or religious in nature and have little to do with actual battlefield circumstances. None has ever been killed or captured, and they appear to be few in number.

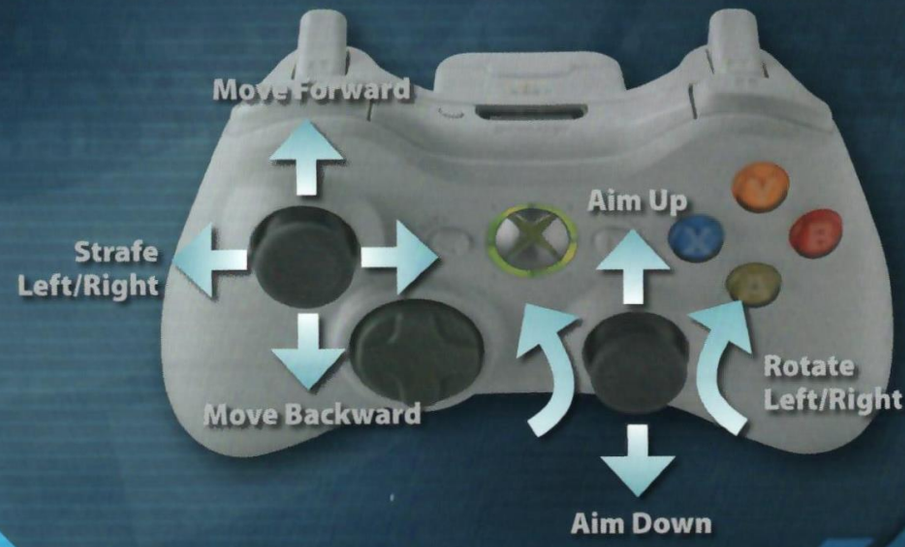
# CONTROLS

Xbox 360™ Controller for Windows

- Single player only
- Multiplayer only
- Combat

## DUAL WIELDING

## THUMBSTICKS



# KEYBOARD AND MOUSE

ESC — Pause Game

F1 — Text Chat (Global)

Press and hold to: Drop Weapon (Dual) Pick Up Weapon (Dual)

Press and hold to: Exchange Weapon Pick Up Weapon (Single)

TAB — Throw Grenade (Single)

Q — Switch Weapons

W — Forward

E — Use Device Enter/Exit Vehicle

R — Reload

CAPS LOCK

A — Strafe Left

S — Backward

D — Strafe Right

F — Melee

SHIFT — Crouch

Z — Zoom

X — Flashlight

C — Multi-player Score

V

CTRL

START

ALT

SPACEBAR — Jump, E-brake (Warthog), Boost (Other Vehicles)

Home — Access LIVE Guide

Move Forward

Strafe Left

Move Back

Strafe Right

G — Switch Grenade

H

B — Team Text Chat

N — Team Voice Chat

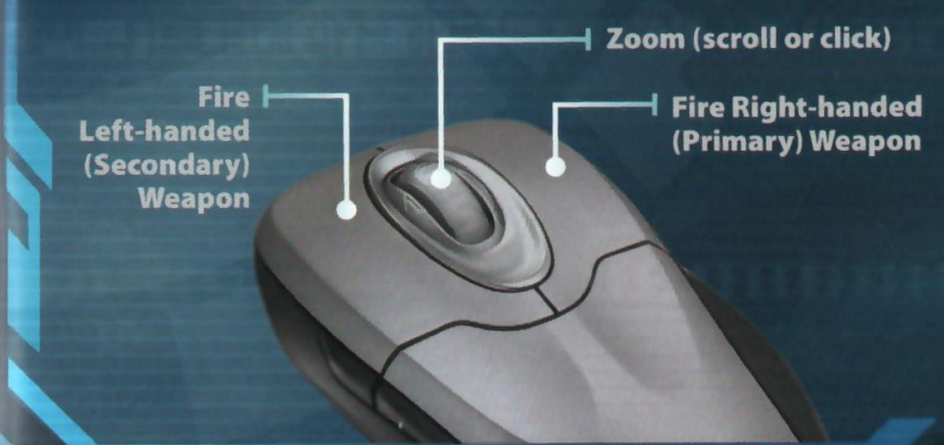
■ Single player only
■ Multiplayer only
■ Combat

## DEFAULT LAYOUT

## LOOK

## SINGLE WIELDING

## DUAL WIELDING



# MJOLNIR BATTLE SUIT HUD

The Mjolnir Mark VI armor features an upgraded HUD system tied directly to armor sensors and integrated fully with the neural interface. The HUD tracks ammunition status on all UNSC weapons and now cross-references temperature readings to track charge depletion of Covenant weapons, should they be used.

### Weapon Indicators

Mjolnir Mark VI armor monitors the status of two weapons simultaneously. A left-wielded weapon and ammo appear on the left of the HUD, while right-hand or single-use weapons appear on the far-right portion of the HUD. When a single weapon is wielded, status on your grenade types appears on the left side. Because Spartan-117 can keep a weapon in reserve, it is indicated on the right side.

### Motion Tracker

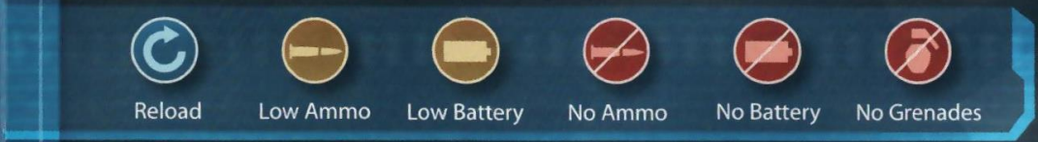
Located on the lower-left portion of the HUD, this tracker indicates the relative whereabouts of allies and hostile combatants. It can detect aggressive or obvious motion and cannot show the location of stationary or slow-moving hostiles.

### Shield Indicator

This bar above the motion tracker indicates an optimal state when solid blue.

### Warning Indicators

These indicators below your reticle provide critical information.






# GETTING STARTED

## Installation

Place the *Halo 2* for Windows Vista™ DVD into your DVD drive and follow the on-screen prompts. You can begin playing *Halo 2* right away while installation continues in the background.

**Note:** The *Halo 2* Map Editor and Dedicated Server are offered without technical support. If you choose to install the map editor and/or dedicated server, visit **www.microsoft.com/games/halo2/** for additional information.

## Getting Started

Your *Halo 2* player settings define your controls, your character's appearance, and some Games for Windows – LIVE™ settings. You can change these settings any time by selecting **Settings** on the **Main Menu** and then selecting **Player**.

To create a new *Halo 2* player, press the **ENTER** key, or press **START**, at the **Start** screen, and log onto LIVE with a LIVE or local profile. Then, select **Create New Player**, type a player name, and then press the **ENTER** key, or press **START**, again.

To create a new LIVE profile, press the **HOME** key, and then select **Create New Profile**. If you are using a local profile to play, achievements will be unavailable.

## Main Menu

On the **Main Menu**, select **Campaign** to begin a single-player game. Select **LIVE** to play a multiplayer game on LIVE. Select **Network** to play a multiplayer game over a local area network. To customize players or modify game types, select **Settings**.

**Note:** *Halo 2* for Windows Vista players cannot play against *Halo 2* for Xbox players.

## Campaign

You can play a campaign as a single player. A campaign is associated with your player. To start a new campaign, you need to create a new player. To start a single-player campaign, select **Campaign** on the **Main Menu**, and then select **New Campaign**.

## Saving Progress and Loading a Level

Progress in a campaign is saved automatically at specific checkpoints throughout the level. To continue a campaign from your last saved checkpoint, select **Campaign** on the **Main Menu**, and then select **Resume**. To load a specific level, select **Campaign**, and then select **Select Level**.

## Multiplayer

Playing a LIVE or network game requires an Internet connection. Up to 16 players can join a game. You can host a game (LIVE Gold account required) or join someone else's game. Some games may be restricted to LIVE Gold accounts.

# CURRENT UNSC WEAPONRY

Because you all will be required to use nonspecialist equipment in these difficult circumstances, we are issuing you a refresher on the currently available UNSC arsenal. If you have not used any of these weapons in the field or in practice, you would do well to familiarize yourself with them before entering a combat zone. Some of these weapons you can dual-wield, enabling you to fire them simultaneously. To dual-wield, press and hold the **Q** key, or press and hold (Y), to pick up the secondary weapon. Click the left and right mouse buttons, or pull the Left and Right triggers, to fire.

**Ammo Capacity:**
12 rounds per magazine.

## M6C Pistol (Dual Wield)

Standard UNSC sidearm. Recoil-operated handgun, firing magazine of six 12.7mm semi-armor piercing rounds. Fired accurately in semi-automatic mode, can be powerful anti-personnel weapon. This stripped-down "C" variant does not feature scope.

**Ammo Capacity:**
36 rounds per magazine.

## BR55 Rifle

Fires 9.5mm rounds from 36-round magazine. Mounted with a 2X optical scope for targeting. Fires in short, automatic bursts of 3 rounds. Very accurate, relatively high rate of fire makes it a useful all-around infantry weapon.

**Ammo Capacity:**
60 rounds per magazine.

## M7/Caseless Sub Machine Gun (SMG) (Dual Wield)

"Bullet hose" fires sustained burst of 5mm fire from 60-round magazine. SMGs, while not accurate over long distances, can provide withering fire at close quarters. Tends to "walk" upward as compounding momentum from recoil takes hold. Therefore, careful moderation of aim required to maintain accuracy.



## S2 AM Sniper Rifle

Gas-operated, magazine-fed weapon utilizes smart-linked scope with two levels of magnification (5X and 10X). Firing 14.5mm armor-piercing, fin-stabilized, discarding-sabot rounds makes it very powerful. Sheer size and limited magazine capacity dictate strategic use. Devastating from secured position; has clearly limited use as close-range weapon.

**Ammo Capacity:**
4 rounds per magazine.

## M41 SSR MAV/AW Rocket Launcher

Most commonly used light anti-vehicle weapon in UNSC arsenal. Man-portable, shoulder-fired, with single 2X level of magnification. Fires 102mm shaped-charge, high-explosive tracking rockets. Reticle indicator denotes when launcher has achieved lock on target.

**Ammo Capacity:**
2 102mm shaped-charged rockets.

## M90 Shotgun

Powerful, loud, pump-action, magazine-fed, firing 8-gauge magnum (3.5") rounds with strong recoil. Devastating at close range and in confined quarters—should be used with caution. Ineffective damage ratios at long range mean it should be used appropriately.

**Ammo Capacity:**
12 8-gauge shotgun shells.

**Radius:** 15–30 feet.

### M9 HE-DP Fragmentation Grenade

Basic explosive device has changed little thanks to excellent design and flexibility. Well-thrown grenade will kill or stun most opponents. Fuse activates half second after striking surface or object to avoid accidental detonation. Also allows combatants to "bounce" grenade into difficult-to-reach targets.

**Ammo Capacity:**
Unlimited.

### M41 LAAG (Vehicle Mounted)

Three-barreled, electric-powered, linkless drum-fed, vehicle-mounted light anti-aircraft gun. Standard armament on Warthog. Fires 450–550 rounds per minute. Excellent armor penetration capability.

**Ammo Capacity:**
Unlimited.

### M68 Gauss Cannon (Vehicle Mounted)

Asynchronous linear-induction motor produces bipolar magnetic field to fire 25mm projectile at hyper-sonic velocity. Excellent armor penetration capability, but not as effective against multiple infantry.



# COVENANT WEAPONS

Recent events have exposed us to yet more Covenant military technology, much of it more powerful than previously encountered and used in widely differing combat situations. Following is a rough field guide to currently known Covenant armaments.

### Plasma Pistol (Dual Wield)

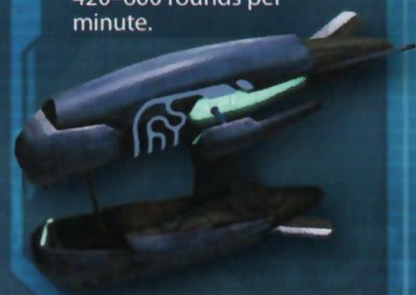
Understood better than most Covenant weapons, semi-automatic, directed-energy weapon. Fires rapid bursts of superheated plasma, but holding trigger for extended period can build powerful overcharged plasma bolt. Becomes temporarily unusable as it discharges excess heat. Both Plasma Pistol and Rifle use power core we don't fully understand.

**Core Power Output:**
100–150 kV : 2–3 dA.

### Plasma Rifle (Dual Wield)

Favored by Elites, but used by many Covenant troops, is a directed energy weapon and capable of both automatic and semi-automatic fire. Extended bursts of automatic fire cause weapon to overheat, temporarily disabling gun and depleting energy core. Once energy core has completely discharged, it is useless.

**Rate of Fire:**
420–600 rounds per minute.



### Needler (Dual Wield)

Unusual magazine-fed weapon fires razor-sharp crystalline projectiles, using unexplained homing ability to center on soft organic targets, to pierce flesh no matter angle of impact. Energy shields deflect them successfully, and they ricochet from other hard surfaces. Ammunition explodes after it impacts flesh, causing further damage.

**Ammo Capacity:**
30 rounds per magazine.

**Ammo Capacity:**
36 rounds per magazine.

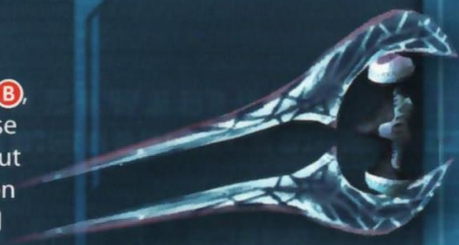
## Covenant Carbine

Rare Covenant projectile-firing rifle, a powerful, stocky weapon, and fitted with magnifying scope. Fires single rounds with high degree of accuracy and power. In some ways its technology mimics Covenant Fuel Rod Gun, although obviously on smaller scale, but offers similar penetration to UNSC Battle Rifle.

## Covenant Energy Sword

Initially thought purely ceremonial, and invariably carried by high-ranking Elites. Do not understand how it functions but cuts through any armor with ease. Click, or press B, for regular melee attack and click right mouse button, or pull Right trigger, for basic undercut attack. Or wait until reticle turns red to lock on enemy, then click right mouse button, or pull Right trigger, to perform fatal lunge attack.

**Length:** 3 feet.



**Output Capacity:**
18 bursts per charge.

## Particle Beam Rifle

Very precise, powerful weapon, uses relatively familiar particle beam acceleration method to fire devastating beam of energy. Limited battery capacity means weapon can fire only 18 bursts before depleting charge. Integrated scope enables two levels of zoom, approximately 5X and 10X. Makes excellent sniper weapon.

## Fuel Rod Gun

Launching highly radioactive fuel rod projectiles, weapon is effective against both vehicles and personnel. Weapon is bulky, heavy and carries 5 fuel rods per clip. Single 2X level of magnification.

**Ammo Capacity:**
5 rounds per clip.

**Ammo Capacity:**
4 rounds per belt.

## Brute Shot

Type of grenade launcher used, as far as we can tell, exclusively by Brutes. Grenades it fires from 4-round belt can be deflected deliberately for tactical reasons, such as firing around corners. One of the least precise Covenant weapons yet encountered, limited ammunition capacity is made up for by huge, razor-sharp bayonet attachment.

## Plasma Grenade

Using unknown technology that can apparently differentiate between strategic targets and nonthreatening surfaces, this grenade, when thrown accurately, adheres to combatant or vehicle, but not to wall. Three-second fuse activated as soon as grenade comes to rest either on ground or stuck to intended target.

**Radius:** 30 feet.

# UNSC GROUND TRANSPORT

Although much of our spaceborne weaponry has been eliminated or disabled, the Covenant has ignored most of our land-based moveable systems. We believe this to be a tactical mistake on their part. Because their intention seems to be the capture, rather than the destruction, of Earth, they will have to fight on our terms at ground level.

## M12 Warthog LRV

**CREW:** 1+1 (plus 1 more in rear)

**Weight:** 3.25 tons

**Armament:** 12.7mm 3-barreled machine gun

Light reconnaissance vehicle (LRV), a proven and reliable standard UNSC vehicle. Also unofficially known as "Warthog," LRV is equipped with powerful machine gun. Maneuverable and excellent in any terrain, Warthog relies on superb traction and updated braking system. To power-slide, press the left mouse button, or pull the Left trigger, for E-brake.

## M12G1 Warthog LAAV

**CREW:** 1+1 (plus 1 more in rear)

**Weight:** 3.5 tons

**Armament:** 25mm Gauss Cannon

Light anti-armor vehicle (LAAV) identical in every respect to other Warthog variants, except for turret-mounted Gauss Cannon.



## M808B Scorpion MBT

**CREW:** 1 Human (neural interface required) or single cyborg pilot

**Weight:** 66 tons

**Main gun:** 90mm high-velocity shell

**Secondary/coaxial gun:** 7.62mm AP-T (Armor Piercing Tracer)

Primarily an anti-vehicle platform, its effectiveness against Covenant infantry makes it a useful anti-personnel weapon, too. Ceramic-titanium armor makes it almost invulnerable to small-arms fire. Has single-pilot cockpit, but in emergencies can transport four additional infantrymen on "jumpseat" platforms.

## Boarding

If you're close to a slow-moving or stationary vehicle, press and hold the **E** key, or press and hold Ⓧ, to board that vehicle. It's possible to board from the front, rear, and side of a vehicle—and from above one if you jump carefully. Boarding allows you to overtake the driver, passenger, and even gunner seat of most vehicles.

# INTEL ON COVENANT VEHICLES

The Covenant has deployed a huge ground fleet, presumably with the intention of speeding its incursion into populated Human areas. Until we know more about their intentions, we must assume that this is an occupying force, although they will kill any Human—civilian or military—they encounter.

## Ghost

**CREW:** 1

**Propulsion:** Boosted Gravity Propulsion Drive

**Armament:** Twin Plasma Cannons (100–250-kW range)

Standard reconnaissance and rapid-attack vehicle, deployed by Covenant in all ground combat. Usually, but not always, piloted by Elites, is highly maneuverable, and fires twin bolts of superheated plasma in 100–250-kW range. Also capable of sustained bursts of speed, although cannot fire and appears to be less maneuverable at such speeds. Hold right mouse button, or pull Left trigger, to boost speed. Possibly uses energy from weapons systems to achieve speed increase.

## Banshee

**CREW:** 1

**Propulsion:** Boosted Gravity Propulsion Drive

**Armament:** Two Plasma Cannons

**Secondary Weapon System:** Fuel Rod Cannon

Fast and maneuverable, formidable aerial assault vehicle. Well shielded against small-arms fire, can be crippled or destroyed by heavier weapons. Fuel rod cannon makes it dangerous bomber as well as fast fighter. Has been observed barrel-rolling and looping in turns and arcs that would be impossible with conventional aerodynamics.



## Wraith

**CREW:** 1

**Propulsion:** Boosted Gravity Propulsion Drive

**Armament:** Plasma Mortar & 2 Auto-firing Plasma Cannons

Slow, bulky, and presenting huge target, is nonetheless Covenant's most destructive mobile armor. Huge bulk is well shielded; covering fire it provides from massive Plasma Mortar makes it inestimably dangerous foe. Piloted by single occupant, who controls all vehicle and weapons systems, also features limited boost system for enhanced maneuverability.

## Spectre

**CREW:** 1+1 gunner (plus 2 riders)

**Propulsion:** Boosted Gravity Propulsion Drive

**Armament:** Plasma Cannon

Multitroop armored transport is small and maneuverable and, while slow, can move with ease in confined spaces. Main weaknesses are lack of speed and acceleration and that occupants are fairly exposed. Rear-mounted plasma cannon is dangerous, and vehicle provides multiple firing positions.

## Shadow

**CREW:** 2+8

**Propulsion:** Boosted Gravity Propulsion Drive

**Armament:** Plasma Cannon

Covenant's main mode of moving large numbers of troops around on land. Can hold driver, gunner, and up to 8 occupants, depending on species of Covenant. Seems to be outfitted to carry Elites, Brutes, Grunts, and Jackals. Equipped with plasma cannon, but main purpose is to deploy infantry.

# SETTINGS

To customize a player or create a set of rules for a multiplayer game type, use the **Settings** menu.

## Player Settings

You can have a number of different customizable players, as well as change a player's name, modify the control settings, edit the multiplayer characteristics, or delete a player. To create or edit a player, select **Settings** on the **Main Menu**, and then select **Player**.

### Changing the Control Layout

You can change the control layout for each player to better suit your style, including the button scheme and the speed at which you look around. Many people choose to invert their controls. This means that when you push the Right thumbstick forward you look down and when you pull it back you look up. Experiment to find which combination works best for you.

To change the control layout, select **Controller** or **Keyboard/Mouse** on the **Edit Player** screen. You can also modify your layout in a campaign or a multiplayer game by pressing the **ESC** key, or pressing **START**, to display the **Pause Menu**.

### Changing the Appearance of Your Multiplayer Character

To customize the appearance of your character in multiplayer games, select **Appearance** on the **Edit Player** screen. You can choose either a Spartan or a Covenant Elite, set primary and secondary colors, and design a player emblem.

## Game Variants

Every type of multiplayer game has a set of rules called a variant. You can modify the rules for a game you've created by creating a custom game variant. To customize a game variant, select **Game Variants** on the **Settings Menu**. To use a variant you've created, go to **Game Setup** in the **Game Lobby**, and then select **Change Rules**.



# MULTIPLAYER BASICS

*Halo 2* multiplayer enables friends to find one another, to game together, and to move throughout the *Halo 2* world as a group. You can play multiplayer games with your friends via a local area network (LAN) or the Games for Windows – LIVE service.

### LIVE

With the LIVE service, you can play a multiplayer game with people from all over the world, and you can download new *Halo 2* maps. To play a LIVE multiplayer game, select **LIVE** on the **Main Menu** (for details, see page 24).

### LIVE Accounts

There are three types of LIVE accounts: Local, Silver, and Gold. Local accounts allow access to the game if you do not have an Internet connection. You can also access network multiplayer games across a LAN but you are required to log into LIVE as a local account.

To create a friends list, send messages, and see the LIVE game browser, you need a Silver account. Silver accounts can also earn achievements in the single-player campaign.

Gold accounts are paid LIVE accounts and offer all the options of Silver accounts as well as multiplayer achievements, LIVE game hosting, and in-game chat.

## Game Browser

Multiplayer games are listed in the Game Browser. There is a browser for LIVE games as well as for LAN games. Selecting a game in the browser allows you to see the details for that game. You can choose to connect to the game if your account level allows it and the game is not private.

## Pregame Lobby

Before a multiplayer game starts, you congregate in a pregame lobby. It's a gathering place to chat, text to friends, or switch teams (if it's a team game). If you're the host of the game, you can change the map and rules or set quick options here.

## Game Types

There are seven multiplayer game types. Each game type has a number of built-in variants that create different rules for a game. The Slayer game type has a regular variation called Slayer, Team Slayer, Rockets, and so forth. You also can create a custom variant for a game type to create your own rules for a game.

- **Slayer:** Kill the most opponents.
- **Capture the Flag:** Score the most points by capturing the other team's flag and bringing it back to your team's base.
- **Assault:** Score the most points by carrying, arming, and dropping your team's bomb in the other team's base.
- **King of the Hill:** Control the hill for the longest time.
- **Oddball:** Find the ball and hold on to it for the longest time.
- **Juggernaut:** Only the Juggernaut can win—and if you are the Juggernaut, everyone is out to get you.
- **Territories:** Earn the most time by finding and controlling territories on the map.

## Maps

A map is a self-contained game level designed specifically for multiplayer games. Most maps are based on variations of specific campaign levels in *Halo 2*. Maps come in different sizes and have different types of buildings, scenery, and so forth. Large maps work well when you have a lot of people. Some maps have objects with which you can interact. Press and hold the **E** key, or press Ⓧ, to interact with an object. You can use any game type with any map.

## Voice Proximity

When playing multiplayer games, you can hear other players' voices. You can hear your teammates talking wherever they are on the map. Be careful though—nearby enemies can hear you talking if they are close enough, as well.

If you have a headset you can use voice chat to broadcast globally to all players simply by speaking into the headset. To use voice chat to broadcast only to your tream, press the **N** key, or press the front left bumper. The radio will remain open until you stop talking.

## Text Chat

You can also send text messages to other players. Press the **F1** key to activate text chat, type your message, and then press **ENTER** to send the message to all players. To send a text message to just your team, press the **B** key instead. These same controls work while in the pregame lobby, too. See page 27 for a list of text chat commands.

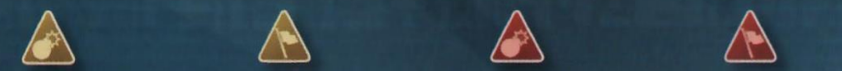


## Multiplayer HUD

The multiplayer HUD includes the Multiplayer Scoreboard, which shows the score of the leading player or team above your own score. If you are the leader, the score of the second-place team or player is shown underneath. It is located on the lower-right side of the the screen. To see more extensive scores, press the **C** key, or press and hold the **BACK** button.

### Multiplayer Warning Indicators

Several additional warning indicators show up below your reticle in multiplayer games—these are valuable.




### Waypoints

Waypoints are HUD elements used to indicate the status of objects in your field of view. Pay attention to the waypoints in team games and in objective-based game types like Capture the Flag and Assault.

#### Friends Waypoints

#### Objective Waypoints

## Taking *Halo 2* beyond the Box

LIVE is a high-speed Internet gaming community where you can create a permanent gamer identity, set up a friends list with other players, see when they're online, and receive invitations to play games. For games in multiplayer mode, invite your friends to play and talk to them in real time while you play. For games with downloadable content, download new items such as levels, missions, weapons, vehicles, and more.

## Connecting

Before you can use the LIVE service, you need to connect your computer to a high-speed or broadband Internet connection and sign up for the LIVE service. To determine whether or not LIVE is available in your region and for information about connecting, go to www.xbox.com/live/.

## Creating a New Game

With a LIVE Gold account, you can host a new game and invite your friends to join your game. A private game can be started by selecting **LIVE** on the **Main Menu**, selecting **Create New Game**, and then selecting **Game Setup** to configure the game. You can invite your friends (for details, see page 26). When everyone in the party is ready, select **Start Game**.

When you are the party leader, you can select **Find Games** to search for a game to move your entire party to.

## Voice Chat

Taunt your opponents, or yell at your buddy who doesn't have a clue what "stay put" means, by adding a headset to your hardware. You can use any headset that is compatible with Windows Vista. You can also use the Xbox 360 Communicator (for more information, see the instructions that came with your Xbox 360 Communicator).

## Text Chat Commands

Use the following chat commands to communicate with other players.

| | |
|---|---|
| **/team** *<message>* | Text chat to team |
| **/name** *<message>* | Text chat to specific player |
| **/all** *<message>* | Text chat to all players |

# GAMING WITH FRIENDS

There are several ways to find and play *Halo 2* multiplayer games with friends and people you meet online. With a LIVE account, you can access your LIVE friends list to play *Halo 2* multiplayer games. You can also create a party, which is a temporary group of friends that follows the party leader from game to game.

## Friends List

When you sign into your LIVE account, the friends list is available in *Halo 2*. You can press the **HOME** key, in a campaign or multiplayer game, to access the friends list. Use the friends list to see friends and a list of players you've recently played against.

### Friends

You can add up to 100 other gamers to your friends list. You can also send a text or voice message to a friend, send a party invite, or remove a friend from your list. The **Status** column shows you who is online, who is in your party, and the current party leader.

### Players List

The players list displays all current players and up to 100 of the most recent players you've competed with or against. You can view player profiles, send text or voice messages, provide feedback about what kind of players they are, or invite them to be friends.

## Party

A party is a temporary group of friends, or other players you've just met, who are playing on LIVE. It's like being on a virtual couch with people from all over the world.

### Create a Party

To create a party, you must have a Gold account. Select **Create Party** on the **LIVE** screen, and then send out game invitations to your friends. Click **Friends,** or press Y, in the **Pregame Lobby** to bring up your friends list, highlight the friend you want to invite, and then click **Invite,** or press A, to send a party invite. Friends who join your party appear in the pregame lobby.

As the party leader, it's up to you where you take your party. To see available games, select **Find Games** in the **Pregame Lobby**. When you move between games, you bring your party with you.

**Note:** Parties are session-based, so when everyone logs out, the party comes to an end.



# MULTIPLAYER STRATEGY

## Individual Strategy

When you play as an individual player, it's important to manage your two different weapons correctly. Try to carry a long-range (such as a Battle Rifle) and short-range (such as a Shotgun) weapon. Make sure you've always got a few grenades. Running backward and throwing grenades is a great defensive move when another player surprises you on a map. Use dual wielding in tight spaces at short range and in vehicles when outdoors. Try boarding another player's vehicle. A successful boarding ejects another player from his seat. Move slowly by crouch-walking if you want to stay invisible on other players' motion trackers. Also, don't charge through the front door. Use a little stealth and planning.

## Team Strategy

Successful teams coordinate—and communicate—well among members.

- Use voice to direct your team. You can access your radio and talk to your team members no matter where they are on the map. Be careful though—nearby enemies can hear you talking as well.
- Manage your team's weapon selection. In Team Slayer, put someone on a Rocket and someone on a Sniper Rifle.
- Find out what your teammates are good at and let them do it. Who are the best long-range shooters? Put them on sniping duty.
- Stick to your teammates. Don't go off by yourself unless there is a tactical reason to do so. Note that there is a marker above your teammates' heads to tell you whether or not they're on your team.
- Know what game type you're playing. Not everyone on your team can be doing the same thing. They need to take on different tactical roles. Someone needs to stay on defense in Capture the Flag—if everyone is on offense, you won't win.

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*– Marine*
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*– Marine*
Marty O'Donnell
*– Jackals, Hunters, & Flood*
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*– Marine*
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*– Elite*
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*– Marine Sergeant*
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- Find Microsoft Knowledge Base articles that target specific issues.
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- Access other support services.

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Single wield
Dual wield

# KEYBOARD CONTROLS

## Movement

| | |
|---|---|
| Forward | W |
| Backward | S |
| Strafe Right | D |
| Strafe Left | A |

## Combat

| | |
|---|---|
| Fire Primary Weapon | Left mouse button |
| Fire Left Weapon | Left mouse button |
| Fire Right Weapon | Right mouse button |
| Throw Grenade | TAB or right mouse button |
| Switch Grenades | G |
| Melee Attack | F |
| Reload | R |
| Pick Up Weapon | E (press and hold) |
| Pick Up Weapon | Q (press and hold) |
| Switch Weapons | Q |

## Actions

| | |
|---|---|
| Jump | SPACEBAR |
| Crouch | LEFT SHIFT |
| Use Device | E |
| Use Flashlight | X |
| Zoom | Z or middle mouse button |
| View Multiplayer Score | C |

For more details, see pages 6–9.

# MULTIPLAYER COMMUNICATION

(Default chat is global.)

| | |
|---|---|
| Team Text Chat | B |
| Global Text Chat | F1 |
| Team Voice Chat | N |
| Send Message | |

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